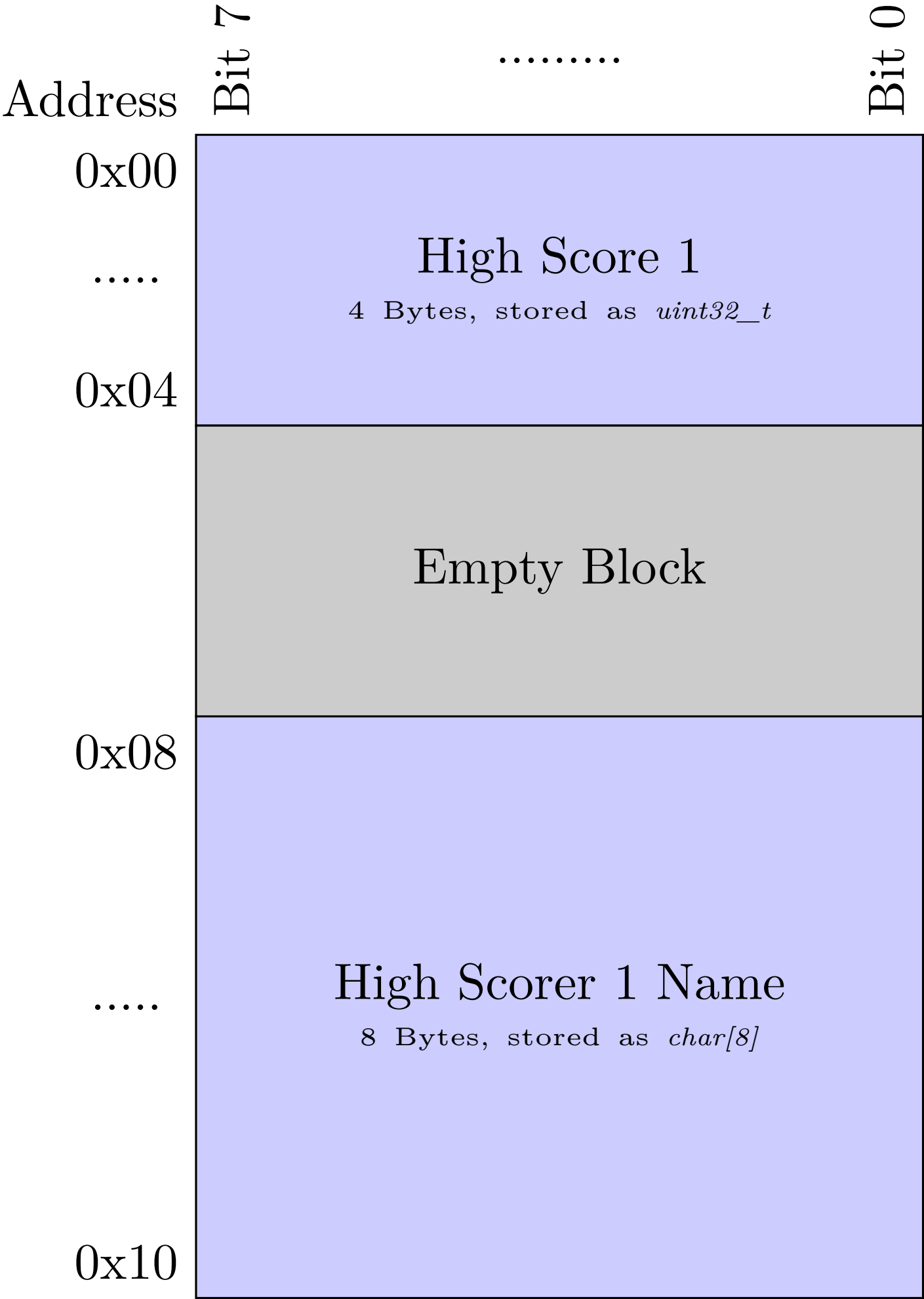
Address
Bit 7
.....
Bit 0
0x00
.....
0x04
High Score 1
4 Bytes, stored as uint32_t
Empty Block
0x08
.....
0x10
High Scorer 1 Name
8 Bytes, stored as char[8]